

# MANUEL MARTÍN MARTÍN

## GAME DESIGNER

 Portfolio

 Manuel Martín Martín

 +34 635981816

 nelar.itch.io

 nelardev@gmail.com

 29749, Málaga, Spain

## PROJECTS

**VIDEOGAME: [UNDERPACKED](#)** Sept, 2024 - Sept, 2025

This project was developed as a master's final project in Unreal Engine 5.

My contributions to the project:

- Level Design
- Prototyping with Blueprints
- Documentation
- Tutorial Design

Universidad Complutense de Madrid and Voxel School

## PROFESSIONAL EXPERIENCE

VRESTUDIO, *INTERSHIP*

As part of my internship, I created a VR application on my own and collaborated on the development of a metaverse game, supporting the team in various aspects of production.

April - June, 2023

## EDUCATION

MASTER'S DEGREE IN GAME DESIGN

UCM (Universidad Complutense de Madrid)

2024 - 2025

I improved my skills in 3D software, focusing on game design and game development, including gameplay implementation, level design, interactive systems, and the integration of assets, lighting, and environments within game engines.

HIGHER TECHNICIAN IN 3D ANIMATION, GAMES AND INTERACTIVE ENVIRONMENTS

Cesur, Málaga

2020 - 2023

During my studies, I learned the fundamentals of programming games in Unity and developing interactive experiences, including VR projects. I also gained experience 3D modeling and animation using Blender.

## SKILLS

- **Unreal Engine** (Blueprints)
- **Unity**(C#)
- **Godot**(GDScript)
- **Version Control Systems** (Perforce, Git)
- **Jira, ClipUp**
- **Blender**
- **Excel**
- **Notion**
- **Miro**

## GAME JAMS

**GAMEJAM: [GOOFYATHLON](#)** May, 2025

This project was developed as a game jam project in Unity and we won the 2nd place for best game.

My contributions to the project:

- Minigame Design
- Minigame Programming
- Art Integration
- Team Organization and Management

**GAMEJAM: [WHO ARE YOU AGAIN?](#)** Nov, 2025

This project was developed as a game jam project in Unity and we won the 3rd place for best game, 2nd best narrative design and 1st best art.

My contributions to the project:

- Narrative Design
- Puzzle Design
- Level Design
- 3D Modeling and VFX
- Set Dressing

**GAMEJAM: [BUBBLE GUM ROYALE](#)** Jan, 2025

This project was developed as a game jam project in Unity and we won the 1st place for best gameplay and Public's Favourite.

My contributions to the project:

- Minigame Design
- Minigame Programming

**GAMEJAM: [NOWAY UP](#)** Jan, 2026

This project was developed as a game jam project in Unity and we won the 2nd place for best game and Public's Favourite.

My contributions to the project:

- Level Design
- Ragdolls
- Camera Design

## LANGUAGES

- Spanish Native
- English B2